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JOHN MADDEN FOOTBALL™

EA SN
ELECTRONIC ARTS
SPORTS NETWORK

John Madden

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

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John Madden Football developed by Park Place Production Team, Oceanside, CA. From left to right: Steve Quinn, Donald Landon, Doug Johnson, David Pastor, Jim Hanson, Shaunn Lawrence, Altair Lane, Tim Heys, Jim Haldy, Troy Lyndon, Sharon Whipple, Jim Simmons, Erich Horn, Will Robinson, Dave Miller, Brian O'Hara, Michael Knox.

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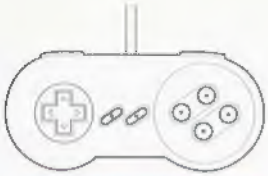

SUMMARY OF COMMANDS

KICK-OFF

X	Y	B	A	Trigger
	W/Audible calls onside kick formation	Kickoff & Activate closest defender	Call Audible	

RECEIVING ONSIDE KICK

X	Y	B	A	Trigger
	W/ Audible attempts to receive kick on the left side of the field	W/Audible attempts to receive kick in the center of the field	Call Audible W/Audible attempts to receive kick on the right side of the field	

OFFENSE - BEFORE THE SNAP

X	Y	B	A	Trigger
Fake snap		Hike ball	Call Audible	

Changes active player in Teammates mode w/control 2.

OFFENSIVE AUDIBLES

X	Y	B	A	Trigger
Cancel audible	Running play	Anti-blitz play	Trick play	

OFFENSE - AFTER THE SNAP

RUNNING

X	Y	B	A	Trigger
	Dive	"Umph" break tackle	Spin	

PASSING

X	Y	B	A	Trigger
Pass to receiver in window X.	Pass to receiver in window Y.	Show passing windows. Pass to receiver in window B.	Pass to receiver in window A.	

SUMMARY OF COMMANDS (continued)

RECEIVING/RUNNING

X	Y	B	A	Trigger
Reach for catch	Dive	Jump/ break tackle	Spin	

DEFENSE - BEFORE THE SNAP

X	Y	B	A	Trigger
		Activate defender	Call audible	Line surge

DEFENSIVE AUDIBLES

X	Y	B	A	Trigger
Cancel audible	Stunt	Blitz	Defend against run	

DEFENSE - AFTER THE SNAP

X	Y	B	A	Trigger
Reach	Dive	Activate defender nearest to ball	Power tackle	

PLAYER IDENTIFICATION MARKER

ONE PLAYER—Blue before snap on offense, Yellow for ball-carrier, Blue for defense.

TWO PLAYERS—Player One: Blue before the snap on offense, Yellow for ball-carrier, Blue on defense. Player Two: Gray before the snap on offense, Yellow for ball-carrier, Gray on defense.

TEAMMATES—Player One: Light Blue. Player Two: Gray. Ball-carrier: Yellow.

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John Madden football is the best game going. It's exciting, fast-paced, and unpredictable. The coach has put together a professional playbook so you can pit your football wits against a friend's, or against Madden himself. This manual puts all the necessary instructions at your fingertips. If you want to start right away, follow the simple start-up procedure listed below then turn back to the page called **CONTROLLING THE GAME**. As you get more and more into the game you'll probably find it useful to consult the fully detailed instructions in **PLAYING THE GAME** and the complete set, formation and play descriptions in **JOHN MADDEN'S FOOTBALL TALK**.

FIRE OFF THE LINE: STARTING UP THE GAME

1. Flip OFF the power switch on your Super NES.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the port labelled **1** on the Console.

If you're playing against a friend, plug the other Controller into the port labelled **2**.

3. Insert the game cartridge into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

The Electronic Arts® Sports Network (EASN) intro will begin. If you don't see it, begin again at step 1.

5. When Coach Madden's picture appears, press START to see the **Game Setup** screen.

PLAYING THE GAME

GAME SET-UP

You'll use the **Game Set-Up** Screen every time you play ***John Madden Football***.

- D-Pad up or down to highlight the options.
- D-Pad left or right to change the settings.
- Press START to begin the game.

GAME MODE:

REGULAR SEASON: Play a regular season game. All penalties and the play clock are in enforced.

PRE-SEASON: Play a pre-season game. The play clock is not enforced.

PLAYOFFS: You can enter the post-season tournament in One Player mode only. All penalties and the play clock are in enforced.

SUDDEN DEATH: Play until one team scores. All penalties and the play clock are enforced.

PLAYER SELECT
ONE PLAYER: Play against the computer. (You will always be the home team.)

TWO PLAYERS: Play against another person. (Not in PLAYOFFS.)

TEAMMATES: Two players compete against the computer. (Not in PLAYOFFS.)

DEMO: Watch an exhibition game. Press any button to return to the **Game Set-Up** screen.

TEAM ONE - Home team.

TEAM TWO - Visiting team.

QUARTER LENGTH
5, 10, or 15 minutes.

FIELD TYPE
GRASS or TURF.

WEATHER
FAIR, RAIN/MUD, or SNOW/ICE (No domed stadiums.)

SCOUTING REPORT

After you've set up your game and pressed START, the **SCOUTING REPORT** screen will appear. On this screen the two teams about to square off are compared to each other by position.

At least one check mark will appear at every position, for one team or the other. The team with the checkmark is stronger than its opponent at that position.

If both teams have a check mark at a given position, then both teams are relatively equal at that position.

PLAY CONTROLS

Throughout the game you control the player standing on the four-arrow cross. When playing in **TWO PLAYERS** mode, **TEAM 2** is controlled by the player with controller 2.

TEAMMATES

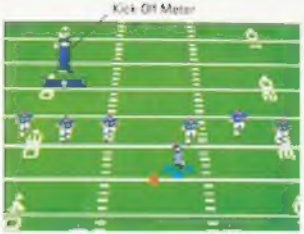
When playing in the **TEAMMATES** mode the player with controller 1 controls the man on the BLUE cross. The player with controller 2 controls the player on the GRAY cross.

In **TEAMMATES** mode, the player with controller 1 "is" the quarterback and therefore responsible for selecting the sets, formations, and plays and snapping the ball.

A YELLOW cross indicates the ball-carrier. When Player 1 (the quarterback) hands off or passes to Player 2, then player 2 is marked with the YELLOW cross. But when Player 1 hands off or passes to a player not controlled by Player 2, then Player 1 "becomes" the ball-carrier and is marked with the YELLOW cross.

The player with controller 2 may use the **B** key to "become" any of the other players on the field. In most cases, the control 2 player will choose to act as either a running back or a pass receiver, but some people might like to play on the line, as Madden himself once did.

In **TEAMMATES** mode, when one player is dissatisfied or upset with the play of his teammate, there is no need to argue. For example, if the player controlling the quarterback and the play-calling is making a lot of unwise decisions, both players should discuss the problem and come to an agreement—perhaps pause the game and decide together which play to run next. It's ok to be angry, but don't let your anger get the best of you, and never resort to violence.



THE KICKOFF:

You control the kickoff with the Kick Meter. If you wait too long before kicking off, the computer will kick for you, and not very well. Always kickoff for yourself.

- Press **B** to start kicker.
- D-Pad left or right to aim the kick.
- Watch the Strength Marker rise on the Kick Meter.
- Press **B** again to kick football. The higher the Strength Marker on the Kick Meter, the farther the ball will travel.
- Press **B** again to activate man nearest to ball-carrier.

(See **DEFENSIVE ACTIONS** on p.15 for tackling instructions.)

AUDIBLE: You cannot call an onside kick after a safety.

- Press **A** to call an audible.
- Press **Y** for the onside kick formation.
- Press **B** to kick the ball.
- Press **B** to activate the man closest to the ball.
- Press **Y** to dive on the ball.

RECEIVING THE KICK

- The return man stands on the four-arrow cross.
- Either let the Super NES pick his return route or control player with D-Pad.
- When you field the ball in the endzone, remain there if you wish to down the ball for a touchback. Once out of the endzone, you cannot return to the endzone to down the ball for a touchback.

OFFENSE:

When you are on offense you must start the play by hiking the ball. After that you can allow the play to run itself, or you can control the ball-carrier. The ball-carrier stands on the yellow four-arrow cross.

MADDEN'S CHOICE

When in doubt, go with Madden's choice. To select Madden's choice, choose the set in the **B** window at the beginning of the down, then select the formation in the **B** window, and then choose the play in the **B** window.

An offensive set is a group of players chosen for certain formations to run specific plays.

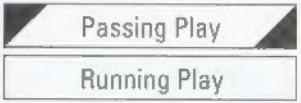
- D-Pad left or right to reveal the different sets.
- Select desired set with the corresponding button.
- D-Pad up to return to previous options if you change your mind or hit the wrong button.

When you change sets, the name of the new set flashes on the screen above the huddle as the substitutions are shuttled in.

The formation tells the players how to line up before the snap.

- D-Pad left or right to reveal the different formations.
- Select desired formation with the corresponding button.
- D-Pad up to return to previous options if you change your mind or hit the wrong button.

- D-Pad left or right to reveal the different plays.



Plays with a diagonal slashes at both ends of the play title are passing plays. Those without these marks are running plays.

- Select desired play with the corresponding button.
- If you change your mind or hit the wrong button, you will have to call a **Time Out** to change the play. (See **TIME OUT** p.17)

When you select a play, your players line up in their respective positions.

- Press **X** if you want to take a snap.
- Press **B** to snap the ball.

AUDIBLE—Once you select an audible play, there's no turning back. You can call another audible play if you like, but you will not be able to return to your original play unless you call a **Time Out**.

- Press **A** to call an audible.
- Press **Y** for a running play.
- Press **A** for a trick play.
- Press **B** for an anti-blitz play.
- Press **X** to cancel audible (before one of the above plays is selected).

RUNNING:

- Use D-Pad to control runner.
- Press **Y** to dive.
- Press **B** for "umph" to break tackle.
- Press **A** to spin.

PLAYOFFS

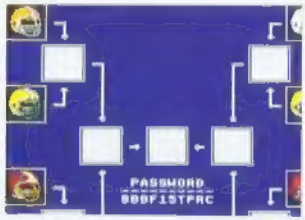
When you're ready to challenge the rest of the league for the right to play on Super Sunday, choose **Playoffs** as the Season Mode from the Game Setup Screen.

- D-Pad down to the **Team 1** option.
- D-Pad left or right to select desired team.

Visiting and Home Teams

Initial team match-ups are set by the Super NES. But you can take any team you want into the playoffs. Simply select the team you want to "be" in the **Team 1** field, and Super NES will select your opponent.

- When you've made your playoff choices from the **Game Set-Up** screen, press START.



PLAYOFF TREE

The Playoff Tree shows the match-ups that will lead to the championship game on Super Sunday.

- D-Pad left or right and up or down to scroll through the Playoff Tree.

When you're ready to play your playoff game, press START.

Game rules, functions, conditions and operations are the same in the Playoffs as they are during the Regular Season.

At the end of your playoff game, you'll see a screen with an updated playoff tree. A ten digit number appears in the middle of the screen. Copy this number down on a piece of paper. It will be your password.

To return to those playoffs, choose **CONT PLAYOFFS** from the **Game Set-Up** screen. The password screen will appear.

Use your D-Pad to select the appropriate letters and numbers and the **A** button to enter them.

After you enter the password correctly, press START and the playoffs will resume where you left off.

STATISTICS

At half-time and at the end of the game, Coach Madden presents the stats for your game: who's running well, who's going nowhere fast, who's sacking whom, and all the rest.

The coach also offers general strategy tips based on his philosophy of football. You can take these or leave these as you see fit.

In addition to that, you'll see scores from other games around the league.

JOHN MADDEN'S FOOTBALL TALK

AUDIBLES

If the play you called in the huddle looks like a loser when you hit the line of scrimmage, you can call an audible. Once in formation, hit the **A** button once to alert your team that you're calling an audible, and then press **A**,**B**, or **Y** to choose a specific play. **X** cancels the audible before a play is called. If you call an audible play and change your mind, you must call a **Time Out** in order return to the original play.

ONSIDE KICK

- Press **A** for an onside formation. Have your kicker aim a kick toward the right sideline, and kick the ball weakly.
- Press **B** to control the player nearest to the ball after the onside kick.
- Press **Y** to make that player dive for the ball.

THE SNAP

All the action starts with the snap of the ball, and only the offense knows the count. If you're on defense and want to try to anticipate the snap from the quarterback's cadence (that is how he calls the signals) press either finger trigger just before or as the ball is snapped. Your defensive guys will try to fire into the backfield and dump the quarterback, or at least stuff the play before it gets rolling.

The down-side is, if you press a finger trigger too soon before the ball is snapped, you'll get an encroachment penalty (5 yards).

TIME OUT

You can call Time Out anytime before the ball is snapped, or after a play is over. First press START. This pauses the game and a screen message reads OFFENSE [or DEFENSE] CALLS: A Time Out (depending on who called the Time Out), and gives the number of time outs remaining in the half for that team.

If you want to use one of your remaining time outs, press A. You can take a break from the action, or reset a play after calling a time out. Sometimes an audible just won't do and you really want to realign your formation. Call a time out and take care of it. Better safe than sorry. However, you only get three time outs each half, so use them wisely.

If you change your mind (you're allowed), and decide against a time out press START again. Play resumes at the point where you paused the game.

- Press START if you want to pause the game during a play.

OFFENSE—SETS, FORMATIONS, AND PLAYS

SETS

FAST

This set features four quick receivers and a halfback. Guys who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

NORMAL

Refers to the standard offensive "package:" two wide receivers, a tight end, a halfback and a fullback.

HANDS

Puts your best group of receivers on the field, and includes two running backs.

BIG

Fields your strongest backs, cannonballs with legs who can grind out yards in the mud and snow. These guys let the defense grab a leg just so they can ram it through their chests.

SPECIAL TEAMS - PUNT

Calls the punting team onto the field. Except for the punter, these guys are fast, mean and have little regard for their bodies. They'll run headlong into the wedge like freaking maniacs.

FAKE PUNT

If you're in a desperate situation, or if you simply want to catch your opponent off guard, you can call a fake punt. On this play, your punter can either pass the ball to a receiver or try to run for the first down himself.

SPECIAL TEAMS - FIELD GOAL

Put on the field goal unit. The holder has soft hands, the kicker a steady head and a swift foot, and the linemen know how to hold their ground.

FAKE FIELD GOAL

Here success is in the hands of the holder. After the snap he can either pass to a receiver down field or sprint to the first down marker himself. But he has to make a decision quickly, for a delay spells almost certain disaster.

FORMATIONS

RUN AND SHOOT

This is primarily a passing formation because the quarterback receives the snap about five yards behind the line. He doesn't have to drop back to throw the ball, 'cause he's already there.

PRO-FORM

This is my version of the pro-set, where a fullback and a halfback line up beside one another and behind the quarterback.

FAR and NEAR

These are my ways of describing where the halfback lines up. He's either *far from* or *near to* the strong side of the offensive line, that's the side where the tight end lines up.

GOAL LINE

Use this formation when you need a few yards for a first down or to bust across the goal line for a score.

PLAYS

FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT

You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

PULL

In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.

COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the "wrong" way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN

A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.

PLAYACTION

Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball.

DRAW
The opposite of a play action pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ballcarrier.

QUICKOUTS
Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

CROSS
Most crossing patterns are the opposite of quickouts—the receiver turns toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs.

POST UP
Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

DEFENSE—FORMATIONS, SETS, AND PLAYS

FORMATIONS

BIG
A good line up for stuffing the short run and goal line defense.

4-3
Standard four down linemen with three linebackers. Used for short and medium zone pass coverage and basic defense against the run.

NICKEL
Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a down lineman or linebacker. Cover and Read sets are available.

DIME
When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.

SPECIAL TEAMS
The special teams formations are designed for special situations, such as punts, and fieldgoals. The plays from these formations are fairly self explanatory, except perhaps for Prevent.

PREVENT
Prevent concedes a short gain to the offense but focuses on preventing a long gain. The defensive backfield lines up farther back from the line than usual, so they give up the short pass too. It's usually used late in the half or game when the defensive team is way ahead, and the offensive team is out of scoring position.

SETS

CONTROL
A Control set is the best defense against running plays because it emphasizes containment. Control basically means that the defense is willing to give up short stuff up the middle, but they're not prepared to let the offense work the sidelines and make big yards on sweeps and stuff like that.

Control is not available with the Nickel and Dime formations.

READ
The Read set gives balanced coverage. The defense has a little bit more flexibility to react quickly to the pass or run. This is known as having some options. It's probably the safest defense against run or pass, but it's not the strongest defense against either one.

COVER
Cover is usually the best set against the pass. The defense is trying to convince the offense that all its receivers are covered and any ball thrown will be shut down or intercepted. Pass coverage comes in two basic flavors: Man-to-man and Zone (see Defensive Plays, below).

PLAYS

BLITZ
A blitz is when one or more of the linebackers or defensive backs unexpectedly rush the quarterback. This usually happens when the defense thinks the offense is going to pass. A blitzing linebacker tries to sack the quarterback but he's satisfied if he puts enough pressure on the ball handler to make him hurry his motion and throw badly.

STUNT

A stunt is when a defensive lineman takes an unexpected route toward the quarterback. Instead of going straight ahead and trying to get by the offensive man in front of him, he might loop around one or two teammates to approach the backfield. When one or more defensive linemen stunt, they can cause confusion in the offensive line.

ZONE

In Zone pass coverage, the defender is responsible for a particular area of the field. He covers any receiver who enters his area. Some defensive backs hate it when you come into their zone. They say, "get out of my area, and no one gets hurt." Some receivers believe them. Zone defenders will play 5 yards off the receiver to prevent getting burned deep.

MAN

In Man-to-man pass coverage, the defender follows a certain receiver wherever he goes. Man on man defenders are tough guys who love a challenge. They play closer to the receiver but better have the horsepower to stay with a speedy opponent. Their reputations are on the line every time the ball goes in the air. They can't say "I thought you were guarding him." They say stuff like, "I'm gonna be on his back like white on rice."

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